***Pets R Us – Pseudo Code***

**Login Page –**

* User enters login details
* System checks entered details against database
* System sets user preface of pet (cat, dog or both)
* System loads images from database
* System loads homepage

**Sign Up Page –**

* User enters their details
* User sets their preferred pet (cat, dog or both)
* System checks all require fields are filled out
* System checks that the address is valid
* System checks that the password is matching in both fields
* System checks that username is unique
* System commits the entered information to the database
* System loads the login page

**Upload Pet Image –**

* User enters photo details
* User drags photo into the uploader
* System checks the required fields are filled out
* System adds information to the data base
* System adds the information and image to the image carousel
* System reloads the profile page

**Edit Details Profile Page –**

* User presses edit details button
* System loads form to make fields editable
* System pre-fills fields with information from the database
* User edits information
* System checks all required fields are entered
* System commits changes to the database
* System reloads profile page

**Sending Playdate –**

* User presses new playdate button
* System loads form
* System loads the dropdown with the user pet breeds from the database
* User selects the pet they want to go on a playdate with
* System loads the associated user id into a hidden field
* User fills out other fields
* User hits the send button
* System checks that the model state is valid
* If the model state is valid the system uploads the information to the database
* System returns the user to the index page

**Accepting Playdate –**

* User clicks the playdate page
* System checks login user id against the current playdates in the database
* System loads the matching playdates into a table
* System loads index page
* User clicks on playdate they want to accept
* System updates database with a true status
* System reloads the index page with the update information